Course: Design processes & research — credits: 5

Course code	MJDM26OO1
Name	Design processes & research
Study year	2026-2027
ECTS credits	5
Language	Dutch, with parts in English
Coordinator	A. de Hoop
Modes of delivery	Lecture Practical / Training Tutorial
Assessments	TEST-01 - Assignment

Learning outcomes

1. Vision and positioning in arts education
The professional formulates, substantiates and positions a coherent vision for arts education in which artistic signature, pedagogical vision, inquiry-based practice and social engagement converge, so that meaningful and inclusive arts education experiences take shape and professional roles can be assumed in various contexts in a conscious, convincing and responsible manner.

2. Designing art education environments
The professional designs inclusive, opportunity-rich and meaningful art education learning environments by interpreting current developments and integrating thematic, artistic and pedagogical resources, utilising materials, media and sensory experiences, so that participants can engage in rich and imaginative learning processes in diverse contexts.

3. Art education practice in context and networks
The professional acts in a context-oriented and values-driven manner by analysing socio-cultural themes, acting ethically and with an awareness of context, initiating collaborations and positioning art education expertise convincingly, so that inclusive and sustainable art education practices emerge within diverse professional networks.

4. Research-based practice in arts education
The professional conducts research within arts education contexts by identifying, analysing and investigating relevant themes using appropriate methodological and ethical approaches, and in doing so formulates and substantiates their own position, which is shared within professional communities, thereby making meaningful contributions to the current discourse on arts education.

5. Reflective professionalism
The professional reflects critically and imaginatively on their own learning process by employing consciously chosen media and methods, and links this reflection to perspectives on change and peer dialogue, thereby demonstrating a commitment to lifelong learning and professional growth.

Content

In this module, students explore development and design processes in practice. These processes encompass a wide range of forms of practical innovation, ranging from educational designs such as lesson series, coaching programmes, workshops, collaboration tools, peer vision statements and organisational change plans. The module covers research approaches such as action research and design research. Students document (participatory) development and design cycles, reflect on them and analyse design steps, choices made and previous explorations. In doing so, they utilise qualitative research methods, including interviews and observations, which were previously covered in the module Artistic Processes & Research. In addition, they delve into focus groups and other participatory forms of data collection and analysis

Included in programme(s)

Education in Arts

School(s)

Arts, Design & Built Environment

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